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BASED ON THE
GROUND-BREAKING
WARNER BROS.
TELEVISION SERIES

BABYLON



111
\$1

*It was
the dawn
of the
third age
of mankind...*

STRACZYNSKI
NETZER
LEIGH





SOME PEOPLE TALK ABOUT HELL.

ALPHA SEVEN TO
ALPHA LEADER: PICKING
UP BATTLE FORMATION
NOW.

THERE'S
NOTHING ON-SCREEN.
ALPHA SEVEN: JETTY IN
FORMATION.

I'VE BEEN THERE.

HOLD
THE LINE. NO
ONE GETS THROUGH
NO MATTER
HOW.

THE BATTLE OF THE LINE: EARTH'S
FINAL STAND AGAINST THE MINBAR.
WE COULDN'T EVEN TOUCH THEM.

ALPHA LEADER!
I'M HIT!!

THE SKY WAS FULL OF STARS.
EVERY STAR AN EXPLODING SHIP.
AND EACH SHIP... ONE OF OURS.



SOME PEOPLE TALK
ABOUT DEATH.

CHRYSLER
A MAINBATT VAX
CRUISER!

CAME QUITE
NEARER—IT'S A
TEAM!

I'VE SEEN ITS SHAPE, ITS FORM,
ITS LINES. ELEGANT AND TERRIBLE.



HEARD ITS VOICE SCREAM-
ING IN MY EARS AS MY
SQUADRON DIED AROUND ME.

MITCHELL—
BREAK OFF—
BREAK—
ROOST!!



FELT ITS TOUCH GRAZE
THE SKIN OF MY SHIP.

WARNING: APT STABILIZERS HIT. WEAP-
ONS SYSTEMS AT ZERO. DEFENSIVE GRID
AT ZERO.



POWER PLANT NEARING
CRITICAL MASS...

IF I'M DYING,
I'M TAKING YOU
DEMONS WITH ME!

TARGET LEAD
MINIBAR! CRUISER!
SET FOR FULL
VELOCITY
RAM!



CHALLENGED IT.

COLLISION ALERT!

COLLISION ALERT!

COLLISION ALERT!



AND WAS SWALLOWED
BY IT, AS THE WHALE
SWALLOWED JONAH.

MY NAME IS JEFFREY
DAVID SINCLAIR.
RANK: COMMANDER.
EARTHFORCE.

ONE OF TWO HUNDRED
SURVIVORS OF THE
BATTLE OF THE
LIVE. TWELVE YEARS
AGO.

TWO HUNDRED SURVIVORS.
OUT OF TWENTY THOU-
SAND SHIPS. TWENTY
THOUSAND PILOTS. TWENTY
THOUSAND VOICES...
CRYING OUT IN THE NIGHT.



SOME PEOPLE TALK ABOUT HELL.

I'VE BEEN THERE.

HELL IS NEVER WHAT
YOU EXPECT.

In Darkness Find Me

JEFFREY
DAVID SINCLAIR
COMMANDER

JEFFREY
DAVID SINCLAIR
COMMANDER

JEFFREY
DAVID SINCLAIR
COMMANDER

JEFFREY
DAVID SINCLAIR
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DAVID SINCLAIR
COMMANDER

Based on the television series Babylon 5
created by J. Michael Straczynski.

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COMMANDER SINCLAIR,
ON BEHALF OF THE MINBAI
RELIGIOUS CASTE, I AM SENT TO
TELL YOU THAT THE GREY COUNCIL
WILL RECEIVE YOU IN THIRTY
OF YOUR MINUTES. PLEASE
PREPARE YOURSELF.

THANK
YOU.



PREPARE MYSELF,
AS IF I'VE DONE ANY-
THING ELSE SINCE
LEAVING BABYLON 5.

... JUST A FEW DAYS AGO.

EARTHDOME, GENEVA.
JANUARY 6, 2253.

"DAMN IT, SENATOR, I
DEMAND TO KNOW WHY
I'VE BEEN RECALLED HERE."



COMMANDER
SINCLAIR, I AS-
SURE YOU, THIS
WILL ALL BE GONE
INTO AT THE
PROPER TIME.

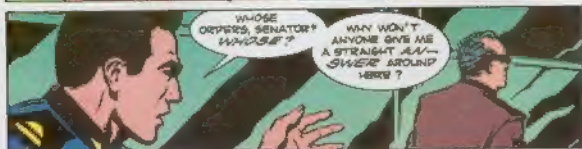
AND WHEN
IS THAT?
I'VE BEEN COOLING
MY HEELS HERE
FOR TWO DAYS.



I'VE GOT A HUNDRED
SECURITY CHIEF BACK ON
BABYLON 5, AND WITH RECENT
EVENTS, BABYLON 5'S ROLE AS
PEACEKEEPER IS MORE
IMPORTANT THAN EVER!

MY
REPORT
ON THE
PRESIDENT'S
ASSASSIN-
ATION—

I'VE
READ
YOUR REPORT,
COMMANDER,
AND I WISH
YOU'D STOP
CALLING IT AN
"ASSASSIN-
ATION."





"THE VICE — THAT IS,
PRESIDENT CLARK."



I DON'T
MIND THE
LATE CALL,
EVEN THOUGH
IT'S UNUSUAL.

I DON'T SLEEP MUCH
AT NIGHT. DON'T SLEEP
WELL WHEN I DO.



SOMETIMES I
HAVE DREAMS...

...FLASHBACKS.



AND SOMETIMES...



...I JUST
HAVE A
REAL
BAD
FEELING
ABOUT
THINGS.



MM-HUAAA...

AT EASE,
COMMANDER

THANK YOU,
MR. PRESIDENT.



I TRUST
THAT... EXCUSE
ME, COMMANDER,
BUT IS THAT AS
MUCH AT EASE
AS YOU GET?

YES,
SIR

I SEE
WELL, IT
FITS YOUR PRO-
FILE, WERE IN
FRONT OF
ME.



CAREER OFFICER, SOLDIER,
FIGHTER PILOT, AND DIPLOMAT.
I DARE SAY YOU'VE DONE BETTER
AS DIPLOMAT THAN YOU
HAVE AS THE REST.

SIR?
I STILL
DON'T~



I KNOW, SINCLAIR.
IT'S LATE AND YOU'RE
WONDERING WHY I'VE
SUMMONED YOU.

TURN
AROUND,
COMMANDER.
THERE'S SOME-
ONE I THINK
YOU SHOULD
MEET.



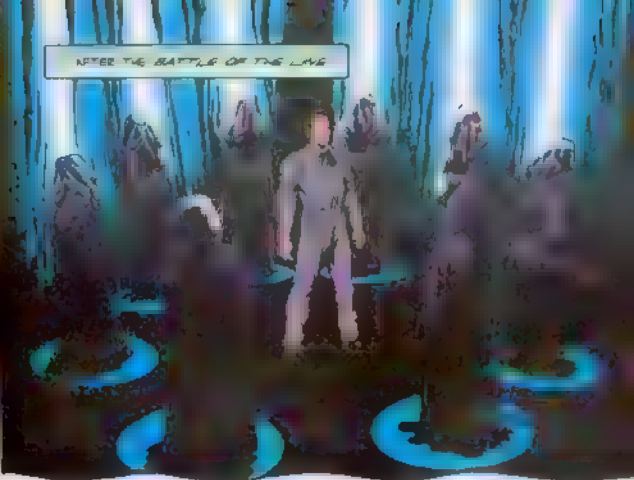
THIS IS RATHERM, OF THE
MUNBARI GREY COUNCIL.

HELLO, COMMANDER.
I BELIEVE YOU REMEM-
BER ME, THOUGH
NOT ENTIRELY.



WE'VE MET
BEFORE...

AFTER THE BATTLE OF THE LINE



WHAT WHAT
DO YOU -



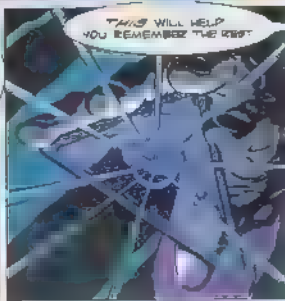
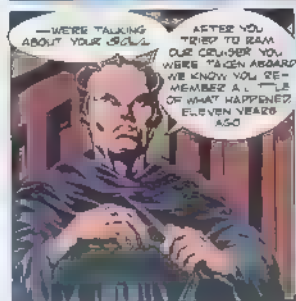
- WHAT?



WHY WE
WANT YOU
OF COURSE



WE'RE
GOING TO TAKE
YOU TO YOUR
HOME



A dark, chaotic scene with a checkered floor. A skeletal figure is visible in the center. The background is filled with dark, jagged shapes and a large, glowing, multi-colored starburst or explosion in the upper left. Several pink, torn-edge banners with handwritten text are overlaid on the image.

DEMONS WITH ME

MY GUY CAPTURED

DROGGED
INTERROGATE
WHEN THEY WERE
INFORMATION ON
EARTH TARGETS

TRIED
TO ESCAPE
BEATEN TORTURED

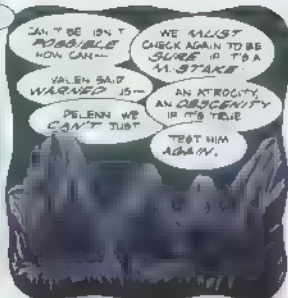


IT'S NO GOOD I STILL
CAN'T HEAR THEM



YES YOU CAN LISTEN LISTEN

2



CAN'T BE 104 T
POSSIBLE
HOW CAN

WE MUST
CHECK AGAIN TO BE
SURE IS TO A
MISTAKE

VALEN SAID
WARNED IS

DELENN WE
CAN'T JUST

AN KIROGITY,
AN QUSGENTY
IN IT'S TIME

TEST HIM
AGAIN.



IT IS TRUE THERE
IS NO MISTAKE



HE
HAS A
MINBAR
SON

HE WAS A MINBARI SOUL

A MINBARI SOUL

NO

YES

WE EXAMINED THE OTHER FIGHTER PILOTS WE CAPTURED AND INTERROGATED. COMMANDER THEY WERE THE SAME BORN TO A LESSER DEGREE SOME WITH MORE BUT ALL HAD MINBARI SOULS OR PARTS OF MINBARI SOULS

IN EACH GENERATION, THE SOULS OF OUR PEOPLE ARE REDBORN REMOVE THOSE SOULS, AND THE WHOLE ~~SUPPLIES~~. WE ARE DIMINISHED. GRADUALLY, OVER NEARLY SIX THOUSAND YEARS THE SOUL-WE'VE GROWN SMALLER OUR PEOPLE WERE BORN IN EVER SMALLER NUMBERS

BECAUSE YOU SEE THERE SIMPLY WEREN'T ENOUGH SOULS TO GO AROUND FOR ALL OUR RACE

WE'D THOUGHT THE ~~SOUL MEMBERS~~ RE-SPONSIBLE BUT THEIR THEFTS FROM DYING MINBARI ACCOUNTED FOR ONLY A SMALL NUMBER OF MISSING SOULS WE NEVER KNEW WHY OUR PEOPLE WERE DIMINISHED, WHY WE SUFFERED

WHY WE WERE DYING

THAT DAY WE DISCOVERED WHERE OUR MISSING SOULS HAD GONE TO YOU. TO YOUR PEOPLE

-HERAPH-

THE MINBARI HAD A STRICT CODE OF HONOR COMMANDER NO MINBARI HAD KILLED ANOTHER IN THOUSANDS OF YEARS SO WHEN THEY FOUND THIS OUT THEY HAD NO CHOICE THEY HAD TO STOP THE WAR AGAINST OUR WORLD

AND YOU AGREE? ALL
THIS TIME? YOU AGREE?

NO COMMANDER
NOT UNTIL I ASK THEM
THE OFFICE

OF COURSE WE
MUSTN'T LET THIS
BECOME COMMON
KNOWLEDGE PEOPLE
WOULDN'T REACT WELL
THE MINISTERS WOULDN'T TAKE
IT MUCH BETTER THEY'D
REFUSE TO ACCEPT IT
SOME DO REFUSE I'M
TOLD ONE OF THEIR OWN
MILITARY LEADERS
REFUSED TO
BELIEVE

KILLED
HIMSELF RATHER
THAN GIVE THE OUR
RENDER ORDER

YOU WERE THE ONLY ONE WHO HEARD
OUR DELIBERATIONS THE ONLY ONE OUTSIDE THE
GREY COUNCIL WHO KNEW THE TRUTH

BUT
TO KEEP
YOU A PRISONER
INDEFINITELY
WOULD BE
CRUEL

ONCE WE HAD
SUED FOR PEACE
AND TOLD YOUR GOV-
ERNMENT THE REASON
WAS WE MIND-
WIPED US

WELL THEN
YOUR GOVERNMENT'S
PERMISSION
TO COLLABORATE



SEVEN DAYS AGO I WAS
ONLY SEVEN DAYS SINCE I
LEFT BABYLON 5. I TOLD
MY LOVELY CATHYRING
NOTHING IS THE
SAME ANYMORE

NOTHING IS THE SAME
ANYMORE NOTHING

MY GOD
MY GOD

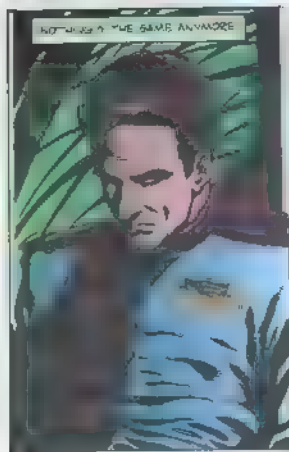
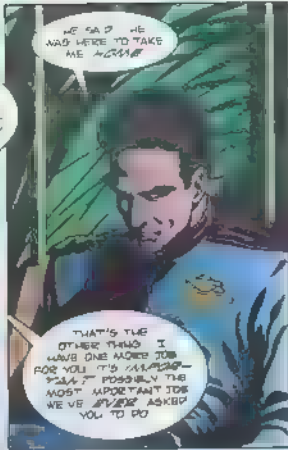
"OUR MINBAR FRIEND HAS
LEFT COMMANDER

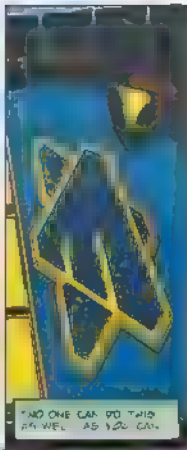
FOR
NOW

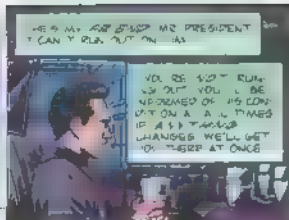
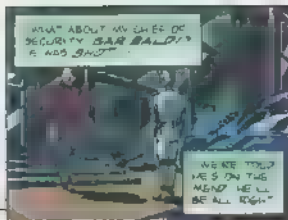
LOOK I DON'T
BELIEVE TWO MINBAR
SOLD CRAP ANY MORE
THAN YOU DO BUT
THEY BELIEVE IT

WE WERE DYING
IT DIDN'T MATTER
THAT I WAS INSANE
EVERYTHING WAS IN-
GAME IF IT MADE THEM STOP
KILLING US WELL THAT
WAS FINE BY US

YOU
UNDER-
STAND THAT
DON'T YOU?





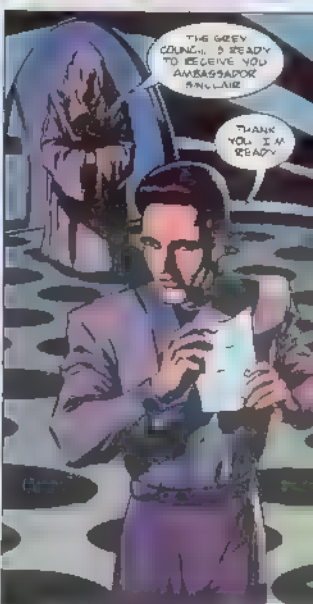




AND YOU'VE BEEN TOLD
YOU TO THE TRANSFER
MAY BE WE NEED
YOU AS OUR AMBASSADOR
TO THE Y-BAZ PEOPLE -
THE FIRST HUMAN AM-
BASSADOR EVER AS-
SIGNED TO THEIR HOME
WORLD THEY'VE NEVER
INTERVIEWED ANYONE ELSE
THEY WANTED YOU
ONLY YOU

MAYBE THEY'RE GUILTY
ABOUT WHAT HAPPENED TO
YOU MAYBE THEY'RE
JUSTIFIABLE WITH YOU

AND MAYBE THEY NEED YOU
WE'VE HEARD ABOUT THE
RELATIONS BETWEEN THE Y-BAZ
AND THE ALIENARY CASTE
IS POSSIBLE THAT THE
THE RELIGIOUS CASTE MIGHT JUST
NEED AN EXPERIENCED SOLDIER
THEY CAN TAKE TO





THOUGH WE ARE NOT
NOW THAT STRENGTH
WHICH IN OLD DAYS MOVED
EARTH AND HEAVEN, THAT
WHICH WE ARE, WE ARE.

ONE EQUAL TEMPER OF
HEROIC HEARTS, MADE
WEAK BY TIME AND FATE,
BUT STRONG IN WILL.

TO STRIVE, TO SEEK, TO
FIND, AND NOT TO YIELD.

-TENNISON, 62 ISSUES



B A B Y L O N

"It was the dawn of the third age of mankind... ten years after the Earth-Minbari war. The Babylon Project was a dream given form... Its goal: to prevent another war, by creating a place where humans and aliens could work out their differences peacefully. It's a port of call, home away from home, for diplomats, hustlers, entrepreneurs, and wanderers. Humans and aliens, wrapped in two million, five hundred thousand tons of spinning metal... all alone in the night. It can be a dangerous place, but it's our last, best hope for peace. This is the story of the last of the Babylon stations. The year is 2258. The name of the place — **BABYLON 5**."

FIRST SEASON LOG

Spinning slowly on the edge of known space, the Babylon 5 space station is a huge, carefully balanced machine, supporting delicate threads of life. Although species from all over the galaxy pass through it, the station was conceived and built by Humans, with support from four alien races: Centauri, Narn, Minbari, and Vorlon. These five are the diplomatic core of the Babylon project... neutral ground for the entire galaxy.

Aside from the laws of the station, however, little is clear on Babylon 5, and little has been easy during the station's first year. Even choosing a commander was troublesome — Earth Alliance proposed many candidates, but the Minbari refused to approve of any... until finally, the name of Jeffrey David Sinclair surfaced. Even with spotty leadership experience, he was the only commander the Minbari would accept.

Why? Reasons are unclear, although Sinclair does share a history with the Minbari — one he understands only imperfectly. Sinclair was one of few Earth Alliance members to survive the Battle of the Line, the final battle of the last major intergalactic war, pitting humans against the Minbari. Shortly after they captured Sinclair in battle, however, the Minbari abruptly surrendered — even as they were scant moments from total victory.

Now Sinclair and his successor, Captain John Sheridan, must patch up relationships between interplanetary governments. The Narn and the Centauri have a long-standing feud, even more bitter now that the Narn have overthrown Centauri dominance — and begun their own aggressive expansion. The Grey Council, the mysterious ruling body of the Minbari, seems to encourage peace... but has trouble quelling dissent among the castles of its own people. Already, Ambassador Kosh of the Vorlon Empire has survived an assassination attempt, poisoned by a rogue Minbari killer who impersonated Sinclair. And the Vorlons are an enigma — few outsiders have ever seen one without its strange full-"body" environment suit. Other wild cards include members of Earth Alliance's telepathic Psi-Corps, and the mysterious Shadowmen...

Even the space station itself holds mysteries. Before Babylon 5, four previous stations were created — and lost. Three were mysteriously sabotaged and destroyed, and the fourth disappeared without a trace... only to reappear through a rift in time four years later, briefly, then wink out of existence again.

Now, there is only Babylon 5, one last station. One final chance for peace.

J. MICHAEL STRACZYNSKI

It's a whole new universe out there... if Jen Straczynski has anything to say about it.

For seven years, Straczynski has worked to bring a new vision of science-fiction stories to television. He traveled to science-fiction conventions around the country, talking about the state of current science-fiction, asking fans for opinions. And at every step, he honed his concept of a new outer space environment, one that would appeal to people who truly loved science fiction — including himself.

The idea was immensely attractive to creative people, as well as fans. Harlan Ellison signed on as Conceptual Consultant. Ron Thomsen and Steve Burg, special effects experts, agreed to design revolutionary new computer imagery for the show (see next page). As executive producer and creator, Straczynski also brought plenty of experience aboard: he's written several SF novels, plus over 120 television episodes for many animated and live-action television series, including *Captain Power*, *Murphy, the Warrior*, and *The New Teen Titans*.

End result? *Babylon 5*, the saga of a space station, where petty grievances and epic stories play out against a lush cultural background of aliens and humans.

According to Straczynski, the television series will follow a pre-planned five-year saga, building to a definitive end. So for *Babylon 5*, the future is known, although for the rest of us... surprises are waiting.

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NEXT UP: TREASON!

Jeffrey Sinclair arrives on Babylon 5, just in time to join a new Minbari leader named... and a conspiracy plot unfold! Mark Mantlo taken over as writer, leaving his story as a preview by J. Michael Straczynski. Michael Rutter and Rob Leigh continue on art.

BEHIND THE SCENES

THE STARFURY AN OVERVIEW BY MOJO AND RON THORNTON

Although Babylon 5 is primarily a fixture of space, it must be prepared to handle violence at many levels. Having a high profile position in the political map often makes it a target for terrorists and even entire races, who sometimes report its destruction. As a result, this galactic defender must be ready to help it enforce diplomatic policy and defend against enemies.

In addition to a comprehensive defensive grid of energy weapons and missile interceptors, the station often uses the STARFURY. This high-performance space combat/reconnaissance fighter is state of the art Earth technology and is a formidable opponent to all but the most advanced races.

It was designed by Ron Thornton and Steve Buey (who together conceptualized hardware for films such as *The Abyss* and *Terminator 2*) as a real-time gravity combat vehicle. It features four vectored thrust engines/propulsion units on the top of each wing. This places the thrust line far from the center of mass, allowing maximum maneuverability with a minimum of power (similar to engines on the McDonnell-Douglas A-12 Hornet, seen in *Top Gun*). These units are modular and easily removable, lowering maintenance and keeping STARCOR's downtime to a minimum.

Square-rooted pilots stand in their cockpits to help them withstand the high g-forces associated with the joystick maneuvering possible in a zero-gravity environment. By remaining perpendicular to the direction of acceleration, blood will not rush from the pilot's brain as fast, helping to prevent blackout in a sudden high g turn. This principle is employed today when astronauts lie down during a launch.

The STARFURY is armed with Capelin, IC400/A pulse discharge cannons, located directly below the cockpit on either side. Secondary cannons rest in the same position above the cockpit. These pack a wallop and rarely miss when combined with the on-board Gully 1010M22 inertial targeting computer.

In an emergency the entire cockpit can eject from the fighter and serve as a temporary lifeboat. Thanks to the Ground Dynamics G-17, the cockpit separates with an explosive discharge to carry the pilot quickly away from highly volatile fuel and ammunition stores.

Fuel is stored in the wings of the STARFURY and, although plentiful, burns up quickly when the constant thrust required to engage in combat. Since every shot costs so not matter this limitation, STARFURY pilots have no choice but to be the best, eliminating their targets quickly and efficiently.

The STARFURY isn't the prettiest ship in the Babylon 5 universe, but what it lacks in beauty it makes up for with brains. The Earth Alliance pilots put it head with their main: Gully Boy, Voth Hugg.

HOW TO MAKE A STARFURY

Babylon 5 has made visual effects history as the first TV program to produce its effects entirely

by computer. The process begins by creating a digital "model" of a ship, such as a Starfury. Like a high-tech version of connect-the-dots, lines are connected by vertices in 3-dimensional space to create polygons, simple geometric shapes that are the building blocks of 3D animation.

By assembling thousands of polygons in the shape of a Starfury, the artist provides the computer with a mathematical description of the model. This allows it to figure out what a Starfury would look like from every angle.

In a paint program, colors, dirt, weapons and other small details are painted in the shape of the model. These images, called Texture Maps, are saved and applied to the computer model.

Once the model is finished, it is brought into the computer's virtual soundstage where it must be placed in front of digital cameras and lights. Using a mouse, the animator moves the model, camera and lights to show the computer what is desired.

The computer now figures out and renders the sequence frame by frame. In a complex scene, one frame can take over an hour. There are 30 frames per second, so each second of special effects takes the computer more than 30 hours to generate!

Foundation Imaging currently employs a team full of Commodore Amiga computers with the Newtek Video Scaner to get the effects finished on time every week. As computers get faster, rendering will become less of a problem and you may yet see even more exciting special effects in future episodes of Babylon 5!



This is the model's geometry as seen by the computer. Each little square is a flat surface called a polygon. Combined, these polygons create smooth surfaces.



An initial rendering of the finished STARFURY looks like an aspirated plastic model kit. The shape is perfect, yet it is still only half complete.



The finished, painted version. Texture maps created in a computer paint program provide important finishing touches, turning it into a realistic space fighter.

RON THORNTON is the Visual Effects Director at Foundation Imaging, which creates the computer-generated special effects for Babylon 5.

MOJO is a Visual Effects Artist/Technical Director at Foundation Imaging and sometimes writes about Babylon 5 for no apparent reason.